

Unity asset - Quibli Anime Shaders and Tools v2.3.2

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Quibli is your all-in-one solution for achieving the distinctive look of Japanese animation films in Unity. It encompasses a comprehensive set of tools, including shaders, post-processing effects, and mesh generation capabilities, catering to a diverse range of non-photorealistic styles.

Render Pipeline Compatibility: Quibli seamlessly integrates with Unity's default render pipeline, the Built-in Render Pipeline, offering a general-purpose solution with limited customization options. It also supports the Universal Render Pipeline (URP), a Scriptable Render Pipeline that allows quick and easy customization for optimized graphics across various platforms. For high-end platforms, Quibli is compatible with the High Definition Render Pipeline (HDRP), enabling the creation of cutting-edge, high-fidelity graphics.

- **Stylized Lit Shader:** Replace the standard lit shader with a non-photorealistic alternative featuring up to eight gradient colors. This shader is tailored for anime aesthetics, offering options such as shadow sharpening, strength adjustments, object outlining, and HDR rim effects.
- **Foliage Shader:** Achieve a "painted" look for trees and bushes using a versatile uber shader that consolidates various foliage rendering techniques. Quibli includes a foliage mesh generation tool with extensive customization options, along with finely tuned presets to jumpstart your creations.
- **Grass Shader:** Render stylized, colorful grass with ambient motion and wind gusts. A dedicated mesh generation tool simplifies the process, allowing you to create custom meshes with automatic level of detail (LOD) adjustments effortlessly.
- **Cloud Shaders:** Generate fluffy, large clouds as well as thin, smoky ones using provided 3D and 2D cloud shaders. Quibli includes a tool for cloud mesh generation within the Unity Editor for added convenience.
- **Skybox Shader:** Enhance your scenes with a skybox shader that utilizes a gradient to transition between up to eight colors at any orientation, offering a visually captivating backdrop.
- **Post Processing:** Quibli's post-processing adds the finishing touches with two effects - "Stylized Detail" sharpens high-contrast lines while toning down small details, and "Stylized Color Grading" introduces color adjustments commonly seen in anime. These effects seamlessly integrate with Unity's Volume system, providing spatial control over the settings.
- **Light Beams Shader:** Create subtle sun rays to enhance atmospheric effects in your scenes. The shader includes noise settings to simulate particles flowing through the air, contributing to a more immersive experience.



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